SUPER NES • GENESIS • SEGA CD • 32X • SATURN • NEO-GEG • JAGUAR • 300 • PLAYSTATIO

# GAMEFAM

METER DEVISION

GAMEFAN GOES INSIDE NINTENDO'

STICK YOUR FACE IN A VIRTUAL PLACE







32-BIT PREVIEWS: SHIN SHINOBI DEN GRAN CHASER PARODIUS JUMPING FLASH DESTRUCTION-DERBY BAYMAN

PECIAL FEATURE:









# HEAD FOR SATURN

Don't look move, but Seeding of the Seeding of the Collected with Seeding of the Collected with the Seeding of the Seeding of

For more information on Soge Saturn, plants would separate my Separate control of the world while web at the series of COMEA.



JA JAI UK

IT'S BUT THER



DAVE HALVERSON JAY PURYEAR

NICK DES BARRES KELLY RICKARDS MATT TAYLOR

ANDREW COCKBURN WATANABE CAL CAVALIER

JODY SEUTZER DAVID WHITE

JDE KOBERSTEIN TERRY WOLFINGER ANDY FELL

**ALAN POWERS ELAINE SCHINGS** 

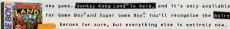
MELISSA CHISDLM CHRISTINA WHITE







First there was Donkey Kong Country, it was like nothing anyone had seen before. Now all that excitement has been crammed into an awesome



There are four wild new worlds, each with oss. There are savage

its own sinister boss. There are savage

new levels that take Donkey and Diddy

from pirate ships to mean city streets.











BUG



ASTAL

PAGE 64

SLAM 'N JAM

PAGE 80



EOFTORIAL ZONE

MOST WANTED/TOP TEN 10 VIEWPOINT 12 HOCUS POCUS 16

E3 COVERAGE 17 SEGA SECTOR 42

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SATURN PREVIEWS 66 **GAMEFAN SPORTS** 

HANDS ON PORTABLES 82 QUARTER CRUNCHERS 84

90

92

JAPAN NOW OTHER STUFF

POSTMEISTER

RMEFAR

COVER STORY COME JOIN US AS WE IMMERSE QURSELVES IN NINTENDO'S NEW

VIRTUAL OUT FOR THE FIRST TIME, GAMERON TAXES YOU UP CLOSE AND PERSONAL INTO GUMPEL YOKOI'S AMAZINE 30 CAME SYSTEM



PAGE 84





AMERIN Cover Art By:





Batman vs. Batman!?



's a bird. It's a plane It's Superman"?!!!



Green Arrow's bow turns friend to foel



The Man of Steel "vs. the Dark Knight"!



FOR THE FIRST TIME EVER! THE JUSTICE LEAGUE TASK FORCE" FACES THEIR GREATEST ENEMY... THEMSELVES







Can anyone match The Flash's speed?

## TOP TEN

- Donkey Kong Country (SNES)
- Mortal Kombat II (SNES) Final Fantasy III (SNES)
- Earthworm Jim (Gene
- Mega Man X 2 (SNES) NBA Jam T.E. (SNES)
- Super Street Fighter II Turbo (200) Alien VS Predator (Jaguar)
- 10. Sonic & Knuckles (Genetic)

## MOST WANTED

1. Killer Instinct (Ultra 64) 2 Virtua Fighter II (Saturn) 3. StarFox 2 (SMES)

A Mortal Kombat III (Any System) 5. Panzer Dragoon (Saturn) E. Toshinden (PlayStation) 1. Daytona USA (Saturn) 1. Daylona USA (Saturin 8. Chrono Trigger (SMES) 10. Rayman (Jaguar)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint. Third Prize: A FREE of Game Fan!

Congratulations to the following winners of last month's contest: First Prize: Joe Miller of Lebanon, PA Second Prize: Donna Bivens of Milan, TN Third Prize: Aumo Fisk of Anchoraco Al

# PUSH YOUR CD TO THE MAX!



'Flying Nightmares' Marine Harrier squadron this game really pushes the envelope of CD technologic

Everything is state-of-the-arr Stunning 3D texture-mapped graphics. Intense full-motion video sequences Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.



Sega CD. Imagine the power under your command: Harrier immo jets that can turn on a dime and stop dead in midair, Laserquided missiles, cluster

It all adds up to the most exciting combat flight simulator on

bombs and radar. jamming pods, It's enoush to make your heart pound

and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well. FLYING NIGHTWARES, Pushing CD technology - and you - to the max











# IN • GENESIS • SEGA • 16MEG • ACTION/ADVENTURE • 1-2 PLAYER tool a geme for the cie



OD • SNES • ACCLAIM • 16MEG • ACTION/ADVENTURE • 1 PLAYER

HAGANE • SNES • HUDSON • 16MEG • ACTION/ADVENTURE • 1 PLAYER



ACTION/ADVENTURE • 1 PLAYER

## SEGA SATURN VIEWPOINT SPECIAL: THE FIRST GAMES

	SKID		NICK ROX		K. LEE		
BUG! • SATURN • SEGA • 3D A		PLAYER					
Carlot Ca	unique multi perspective gamepley to the owesome ren- dered cost of fespetia, this is e	otupios 10 puso 9	I never thought I'd see this. Hore's a Salam name that's not only liest-generation, but AHEBS- CAN, that blaves using almost Fvery life reference diet the salars	COUPSICS 9	White I do have a certain (see) of expeciation when it comes to 32 bit sames, the amazing lovet or oction and visual ulters in 1931 left me speachtres. More than	GRIPHICS :	10
	platform gamers dreem come frue! The same is super long, extremely challenging, loaded with secrets that will here you	FUTIES 9 OFFIRED 10	yet. Starring one of the coolest fit- the mascets to came chang in o white, final is unlike my game you've played belare. When wes the last time you saddenly tamed	FUENCE S ORGANITY 10	just a prefly lone, BUG usum org ates its com 30 unikm geme With high guality textured graph ics, am at music, huse bosses	rures	8
7	playing if over sed over, end the coolest besses I have wer some. I know 32-hit is just pel- ting underway but I can't fied one teelf with this gome. What	00	the last time you suddenly turned INTO the screen in a platform quite and sentimed an? I thought so. The effect of Supf is bord to describe, but achillaratingly fresh	90	pleety at challenge and on insper sense of humor, 816 is the type a or recised character/Sony wishes if across conjury us. You be- ances a totally unique cancerp		1
BY REALTIME ASSOCIATES	one teat with this gome, while o way to start a geare!	<b>30</b>	mourne, but exhibited highly fresh and unique.	JU	unith perfect execution. I lave to	2	2
CLOCKWORK KNIGHT • SATURN • SEGA • ACTION/PLATFORM • 1 PLAYER    The first first latered FX   Face							
A Div	still om. The game is truly e weeder to look of, Where CK	SUNICE 9	love Checkwark and on the other I find at dail and animanesting, Let's break it from: 1.3 Erzelies. The	STAPHICS 9	Fisurily, Citathovark Knight is out standing, Solwage the Ser-occuling tenture mapping pulyage playfields and the greaty, mell jointed bysass Chackmark is obsolute age candy	SAUMES	9 00
レッノ	The came dees elet to make up for those deweln's however	CONTENL 8 RUTINOS 6	distributed from the problem on MINI-BLOWNIA, because Still- style warping applied to EVERY- TRING. There and a covery hope-	comes. 8 Autobio 6	Problems urise, however, when the shellow pamentry, throlled play mechaniss and the "is the sill tuess is" oriented parms length became apparent. For a first generation Salam	CONTRA	7
	end remains of the top of my list. The CG intro, omazing bosses and great theme has no neatous for the sequel. CK	MONUM 8	while you walk by it? 2) Conceptsy outside the programme on the last article with his key, here, and lift common. There's a the smallering of 20-articular playment has been a smallering at 20-articular playment has been a smallering areas and the smallering areas and the smallering areas and the smallering areas and the smallering areas are smallering areas and the smallering areas are smallering areas are smallering areas are smallering areas and the smallering areas are smallering areas are smallering are smallering areas are smallering are smallering are smallering are smallering are smallering areas are smallering are smallering areas are smallering are smallering are smallering areas are smallering are smallering areas are smallering areas are smallering are smallering areas are smallering are smallering areas are smallering are smallering areas are smallering are smallering areas areas are smallering are smallering areas are smallerin	8 FEMALES	schievement. GC is not a bad parse by		8
BY SEGA OF JAPAN	is great 1st generation experi- ence that no new Seture owner should miss.	<u>89</u>	mochanics implical, but there just water's counsels here to know me interested.	<del>79</del>	like FUE and Actal Meerilly just accuse the corner, a pame seeds more game- ptay bensagawas in even compete.	82	2
PANZER DRAGOON • SATURN •	SEGA • 3D SHDDTER	• 1 PLAY	ER				
	shumber so I'm everyaged that I	otomics 9	One word fescribes Panzer Bapone: Jey, Pure, undefineded, 180%, JDY. This is the best shooter I have ever played, har some. Supe's Tenn	ONUPHES 9	Once again Seas has taken a provin concept and built it into something that's head and sheet	CAMPICS	9
	for a 30 view shealpr, music that makes you cry, and the best later in the history of soming are exi-	CONTROL 8	Andrometa has whitped up a little rainable: A neer period pure. The impocable blendam us perpous examples. I lear industry moves	control 9	ders over anything else un there. With Ponzer, you get an unerwhelmingly curvinoling 38 initial conformed, granty SFR and unchestrol mesic from been-	00000	000
	Mutigle viewpoints, bosses you have to tight to believe end the best main characters to over	ORDINALTY 8	score and god-lake summerlay in PO is almost unnervine; Are garees scally petiting this mod? If I had to find lead	CREMUTY 10	on obuse. The unity thing each remotely bothersome in PS is the "man this is hard" difficulty set-	ORDINERY 1	0
BY TEAM ANDROMEDA/SOJ	grace a shooter make Pauzer Draggen the one to best in the builte of the 32-bit shouters. Philosoma, here I come!	90	with Pancer, it would be the length athrough satesticeneity late, I was left with the beaming destro its MODEbut how could you not be, after experiencing this?	98	ting. With games as high quality as PO right out the pats, the Saturn may be the licket innearis a new respissance for Sopu.		5
DAYTONA USA • SATURN • SEGA • RACING • 1 PLAYER							
37/4	board for end that clone mokes	ERAMECS 8	an excellent tribe, which II undertable	SUPECS 8	I cen't believe I get to play Daylone of home. Although I was tiest put off by the slightly	GUINKS	8
	cree of graphics-Daytone has	COSTROL 9		CONTRIL 9	pixely graphics and the hartle' polygon redraw, everything was largiven, once I had a change to spend time with this norms. The	corns.	9
	visible redraw problems. The new operating system will sure- ly core this so I'm locking for- ward to Sope today for the big	ECHO S MONOR S	perfection, the disturbing object page and story trainer rate are extremely replicable and defect from the commit	BUTHER 8 MICHELITY 8	control is lob, the level of chal- leeps is perfectly belonged and the game was larid fan overall. Factor is some at the best dri-	8.07 6000	9 8
BY AM R&D DEPT, #2	comparison. Your of codes will been you playing Baytens ler month's and the 6-Univ music is good enough for the cor.	85	emperience. Deptina arcade lass will likely specific with jup on recention their permit with jup on recention their permit at their part for a their top at their permit with Penzie.	85	vien come music ever and you've got yourselt see heck of a ride. West, Brytona at homecom you believe it?		ı



BY AM R&D DEPT. #2

month's and the 6-Univ meste is good enough for the cor.	O:
EGA • FIGHTING • 1-2	PLAY
With the big fime llick that played the import version	Charects
takee out, It's hard to find tout to VF. The gomestry is equally	mise
belier five the ercade, the nel-	COSTROL
mailon is perfect, and the music is phenom. The same is	7.4 153
music is prenam. The game is	CHARLE

perre of burne, but in a the line 3-0 of	
ably stick with Pen	
With Fighter for	
tacky balksp the	
characters, et cer with ler tess pe procée countrypa metre countrypa	
couponal), polygon ally rears its uply	
said about 977 To tally re-arranged,	
boss and as tar a B's a perfect one	

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Hey, Superstar. You've done just about everything there is to do in basketball. Except **TWO** things. You haven't played NBA JAM TE on 32X and GAME BOY. It has all—star teams! Rookie teams! Full court dunks (Can you do that?). 9 pt. shots (you'll love that). 3-5 players per team! Stereo sound\*. Arcade player scalina\*! The fastest gameplay ever\*(a lot faster than you). Updated player rosters! 5 speed juice mode (Drink plenty of fluids). 8 player attributes! Tournament and practice modes (you need all the practice you can get). Same team match—ups! Injuries











BETTER GRAPHICS\*!















Fravel With Thy Controller In Hand To A Sand Where Cheaters Prosper...



### NEL Quarterback Club--To add AFC & NFC teams to pre-season enter C,C,B,A,C,A,B,B,C at main

-To add Jaquar's and Panther's to pre-season enter A.B.C.C.B.A.A.C at -To add Acclaim and Iguana to pre-season enter B,C,A,C,A,B,C,C,A at main menu.

-To add all teams to pre-season enter A,B,C,B,A,C,B,C,A at main menu.

### David M. Zdvrko - Dover, DE hining Force 2: The Sword of

me the Force: er you name your character go to 'exit" option and press 2 & Start

In level 18 search the Castle In level 21 search the Lone stone

hining Force 2 - Go idden Characters:

in Granseal-Behind the rulns of the Shrine (the tip of the mou contain that wraps around it) al between the jail and the

kitchen (the center of the northern wall) -In front of Granseal Castle (linte hole just after the earthquaks)

RESERVE

# Hover Strike -

There's 1 secret mission on each level at the mission select screen.

level at the mission select screen.
Simultaneously press the following
numbers and D-Pad direction for the
appropriate level:
Level 1: 2+3+6+UP
Level 2: 2+6+7+8+DOWN
Level 3: 3+5+6+RIGHT
Level 4: 2+5+8+UP Level 5: 2+4+5+6+RIGHT

Ben Brathwaite - N. Miamt, Fl.

Panzer Dragoon - Salum Wizard Mode (Super-last Mode): At the title screen, enter L, R, L, R, Up, Down, Un. Bown, Left, Right,

Space Harrier Mode At the Saturn system options screen, change the language to German (Deutsch). Now, at the title screen, enter Un. X. Right, X. Down, X. Left, X. Un. Y. Z.

Barrel Roll Mode:

At the title screen, enter Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left, Up. You can now barrel roll at any time press locking on and reneatedly tanning un-right.

Note: All codes done at the title screen which reads "NORMAL GAME... DPTIONS" etc

In Hassan On the pier in the top, right-hand barrel.

Butside the west tence in a small chest. In Eleven Villa In the chest in the woods near the entrance. In (or near) Creed's Mansion-In the lowest hidden room

te a che In the side of the indent in the north eastern mountains. In Pacalon Castle-

In the treasure room, in a chest. -At the north PDINT of the mountain tn Metula Shrine-In a chest on the right. Open

after battle Ricky Tucker - Metairie, LA GRE BATTLE-SHES

MegaMan x2 - si Start a new game and enter the name "FIRE-SEAL". You will be powerful, have 300,000 Goth, and have powerful characters (7 Armies), You will be able to tinish the game in no time in the hidden stage. Password Codes ragen's Haven)

More Heart & 1 Sub Tank 2881-7256-3151-5446 1st Zero Part: 5581-4835-7731-1119 Simply enter your name as "MUSIC/ON"."
plays the music, "B" turns off the music.
Chris Muntock, Denver CO 2nd Zern Part 3885-8723-7751-1672

3rd Zera Part & Wheel Cotor- 2725-7252-73-21-7846 Air Osehr 5623-6825-3886-3251 Super X Ructor & G Crish 2740-7247-3426-7606 More Heart: 6762-8227-3688-3226

I Toper

1750-8207-3528-7208 More Head 4354-8247-3528-7246 Start at X-Hunters with all of Zoro's Parts 4354-R247-352R-724E Start at X-Humlers with Shonuken and Zern's Parts: 1462-3327-6482-3246 Start at X-Hunters without

any of Zero's Parts: 5112-7267-3688-3205 Romeo Alhindawi -Spekalnen Canada

ANZER

Davinna USA - 1 Place tirst on each track and enter the Saturn mode to e as either an ar nual "Daytona UMA" a orse. (In Japanese, "UMA



Saskatoon, SK





The Super Hocus Pocus Giveaway - Send in your codes... go bad, or ugly. We'll choose one grand prize winner each mont Codes cannot come from a previously published US magazine Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before. (Current subscribers will receive a one year extension.)

1st Prize: Chris Murdock Denver, Co Hocus Pocus 5137 Clareton Dr. Suite 210 Appura Hills Ca. 91301 Ricky Tucker Metalrie, LA neo Alhindawi

On May 11th the doors to the LA convention center were ported by the videa game industry for the first time. This would be the first show dedicated solely to Electranic Entertainment. Yep, one big interactive joyfest right in the middle of Davntawn LA. There were stors golore with appearances from some af music ond films biggest names including; Steven Spielberg, who showed up far a little chat with some high powered Individuals, Michael Jockson, who made a cameo at the big shin-dig on the Sony backlot, and Seal, who sang (dramatically I might add) of the Nintendo gothering of the Biltmore.

Besides the foct that the streets in LA were designed by Mr. Magoo, this was the smoothest convention I've ever attended. Mages, mis was me amounter writering the Mages of the Mag Soturn on the first day of the show. GomeFon was of course in full force with comeros a-blazin' and mouths in motion. Here's a look at our ossoult on the E3 and, what you can start lacking farward to. The next generation of gaming has afficially gatten under way.

## SEGA SATURN

Sign threw everyone for a loop when they thrust the Song Saturn only the US retail scene, day one of the EX Besides this surprise, Song showed a job has ni-row (and mish) improvation properties. Sign showed a job has ni-row (and mish) improvation (and in the surprise of the surprise of

The beam since their streets beamed exceptibility from 2 beamed the world with which is a Sope of about office, in a since of the which which is a beam office, in a since of which is middless by since pain delay the since paint of the interests. So create of Cardwell with a street paint of the lensests, Sope in rare from indeed with attent littles and of their platforms include in the ground-training Vectorium for the Generica, and Very late of the Very late of

### lagine. Ing and evi











































## FROM UBI SOFT



The little cross platform minimizes the first many generation consister, Rayman, makes his Satem nebul his September Each version of Rayman is classify different with this Sharin game biles in a deal that for each platform supremore beatife the fermination of Physical Interestion. Medigal by the Carbor resumes the Nature consister regardation for manifold with respect of Rayman is headed for platforming analysis platforming analysis of the Charles of the Rayman from the Rayman is headed for platforming analysis platforming analysis of the Charles of the Rayman from the Rayman from the Charles of the Rayman from the









FROM ACCLAIM:









FROM INTERPLAY:









CYBERIA







DESCENT









Virtue Flighter was early and has nedicoshly less polygons than the Stem version, but the agne or track, with final animation and acception playability. The sile, the game is see was Xisility. Ecco loans humminghard adventure. This is furly a brasilationaph game and one that is sure to major interest with gamers on a budge. Ecaverager's 252 cames laste like, well, Salarin game, major and the sile of the sile. Easiled Heavy Rechingly ever to be 252 as well, and does 81 liable virtuels (Care to also on the sile of the









































HOLLYWOOD SPOT BY VIRGIN





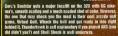


































Under the brilliant steel structure that now houses the new Sega Saturn, the little sys-

the CP version of languar designs and the control of the control facilities alones give credital facilities alones give credital facilities alones design design design design designs design designs design designs design designs des des designs des designs des des designs des designs des designs des designs des designs des de













































## SUPER NINTEN

use of the reasons Nintendo choos to delay the U64 is due by the Uheir stores 16-bit nearup for '95. As you can see here, the 'rail SNES linebup is locking mighty impressive little resulted store have standards for 16-bit and fiding's None guest he believe to or no even helder game than OCC. Strong third party titles include required Schoolinger's Commission and the Commission of the

remake for SNES (loaluring all lines MES adventures), sparer's amazin from the party lines income remains rating balled remake for SNES (loaluring all lines MES adventures), sparer's amazin from the present party lines MES and bearer. Early XTM Sapa 2, Kosami's Directol XI, and Obesir's LIBOL, which features SDI graphers resembling KI and DKC, and many more. So, in the wake of the next generation systems, he SNES coglinates to shim. That should make to million people resily happy.

## FROM NINTENDO OF AMERICA:











































DOOM BY WILLIAMS































BLAZING DRAGONS 3D BASEBALL '95 TOTAL ECLIPSE







BLUE LIGHTNING(CD)

## TAGUAR (8)

















### HIGHLANDER(CD)







Alari and Virtuality rolled out the tirst actual virtual reality home application at 23. The VR headset will attach to the Japuar and bring virtual game play home later this versus. To give you and idda of the background of this product, Virtuality is the "world's leader in Immersive virtual reality entertainment systems with more than 80 percent

global market share." If you've had a virtual roality experience at your favorite arcade, there's a good chance it was by Virtuality. Ever play that 30 run-and-shoot game where prehistoric pietrodacty sown down and had you? That's bactyl Nightmare, a tamous virtual arcade game.

developed of the world's lists 64-bit game system. The address of evice from Anti, dubbed "Javas" system. The address of evice from Anti, dubbed "Javas" system. The address has been system from the first system from the

temple, with sound projected back to the ears allowing tor peripheral hearing. A built-in microphone allows networked players to talk with each other."

The Jay VR is very technically advanced, and Virtuality also

claims the unit has much power when it comes to infrared tracking. According to the company, "the advanced ""-Track tracker reacts to real-time head and hand movements with no perceptible tag time in the virtual world.

Games so far announced for the system

Include an overheat of the classic filissile Command, only packing the power of a Virtuality under. What makes this same so incredible is that you can look up and actually see the missiles coming down at you. Also in development for the Jay VR is Virtuality's areade

hit Zone Hunier, which will be available at system launch.
The Jaguar VR is the highest-nowered product in its category at a reasonable price. The Jag VR will debut around August for S200. We'll bring you much more on this exciting new technol-

ogy in tuture issues.































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	'95 NEXT GENERATION SOFTWARE LISTING						
	111111111111111111111111111111111111111	Parasite	Movie	Fire		The D	
	CALL DANGERS OF	Sentient		Prime Time NEI	Mirage	Baliz	
	2	G Police	Baskethall '95	Football World Series	Cerebre: Eye Spy	Lemmings	
	SONY PLAYSTATION		Dragons of the Square Table	World Series Boseball NBA Action	Slam 'N' Jam '95 Crystal flaces:	Chronicles Discworld	
		Mysi	Legacy of Kain Bfl-World Intercoptor	Rachet and Bolt	Rad the Rock Hopper	Ready Soft: Dragon's Lair II	
	Hardball 5 Star Control III Bubsy III	Discworld 3D Lemmings	3-D Basehall '95 The Horde Solar Ecilose	Kolihri	Virtuoso Domaric	Space Ace BrainDeod 13	18
_	Buosy III Bocianii Batman Forever	Toshinden Mortal Kombat 2	Gox	VR Trnogers	Flying Nightmares Absolute Zero	Robinson's Requiem	
ı	NFL Quarterback Club	Toshinden Mortal Kombat 3 Rozor Wing Kileak The DNA	Dark Legends Delcon 5	NFL Quarterback Club '96	Death Mask	Loodstar Cadillacs &	
MI.	Judga Bredd	Imporativa	Minnesota Fats Pool	WWF Raw	ElectroMedia:	Dinosaurs	
	Frank Thomas 'Big Hurt' Basoball	Jumping Flash Sony Imagesoft	Bork Sun Creature Shock	Balman Forever Big Hurt Baseboll	Wonder Lust Electronic Arts:	Wingnuts RunandGunfi	
	Rovolution X	Twisted Metal		Judge Brodd	NHL '96	Duelin' Firemen!	
	Rovolution X WWF WrestleManio NBA Jam TE Mortal Kombal II	WarHawk ESPN Extreme	Alone in the Bark Coesar's Gambling	Activison:	Foes of Ali Magic Corpet	Strategic.	
	Mortal Kombal II Grystat Dynamics	Virus Johnny Mnemonic	Casper Cyberia	Pittall: The Mayan Adv.	Space Hulk Shred Fosi	Ponzer General AD&D Deathkeep	
	GEX	Strategec	Decent	Etoctronic firts:	Syndicate	Studio 300	
	Total Eclipse Off-World Interceptor	Simulation: Panzer General	Alone in the Bark II Virtual Pool	FIFA 96 Toughman Contest	Psychic Betective Shock Wave II	Zhadnost: The Peoplo's Party	
	Logacy of Kain Blazing Dragons	Advanced D&D Slayer	JVC: Boxing	Gametek: Brutal: Above the	Eirle: Powersitdo	Killing Timo BladeForce BattleSport Captain Quasar	
	Solar Eclipse	Time Warrier:	Deadly Skies	Claw	Interplay:	BradeForce RattleSnort	
	3D Baseball '95	Primol Rago	Deadly Skies Rocing Dynamics Spilt Realities	Interplay: Blackthorne	Kingdom:The Far Reaches	Captain Quasar	
	Electronic Arts: Wing Commander III	Virgin: Spoi Goes to	Spilt Realities Varuna's Forces	Blackthorne Coosor's Gambline	Alone in the Dark II	Phoenix 3	
	PRA Tour Soll '06	Hallywood		Cosper	Cyheria	Planet Strike Startighter	
	Syndicate Wars Shredlest	Agile Warrior: F-111X Converse Hardcore	Romance of the Three Kingdoms IV	C2: Judgement Clay Starfleot Academy	Casper Waterworld C2: Judgement Cloy Lost Vikings II	Virials Corporation.	
	Psychic Delective	Hoons		Woterworld	C2: Judgement Clay	Droamer Virgin:	
A IN	Viewpoint	3-Bocathalon The 11th Hour	Costlevania Paredius	Time Warner	Rock and Roll Racing	The 11th Hour	
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mend playing it would be to see the effects. Slap in an Action Replay and the game takes on a whole new complexion. It's loaded with effectel Warping backgrounds, smooth scaling sprites, color cycling, transparencies, realistic explosions, and mind bending 3D are all packed inside. On top of all this CT has managed to squeeze in a great coundtrack and come cool cinema's too. A lot of talent shines through in this game but with the six continues offered no one will ever get far enough in the game to enjoy it. What a bummer. -E. Storm



















IT FIGURES - THE BLOT I G-BIT AND TO DIFFE COMES ALONG JUST AS THE 32-BIT SYSTEM ARRY TO STELL THE HOW. COMEYZONG IT RAILY VOIS OF THE WOOT MIPRESON GENERAL THESE YEAR YEAR AND IN TERMS OF GAME-PLAY. ALWAYS A GENT COMBANTAL OF SELECT SUBSECT AND AND THE WAST OF SELECT SUBSECT AND THE PART OF SELECT SUBSECT AND THE THE THE THE THE THROUGH OF THE SELECTION MOST AND OF THE SELECTION AND THE SEL

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COUNTRY, TRUE TRANSPARENCIES AND ORNATE LINE-SCROLLING. THE BEST GRAPHIC TRAIT OF CZ, HOVEVER IS CLEARLY THE ANNALTION SKETCH AND ALL HIS OPPONENTS ARE ANNALTED PERFECTLY. (MAPRICADY) FOR SUCA HIGGS SYRITES) TO A LEVEL ALMOST APPROXIMING CAPCON

ARCADE ANIMATION







In the Darkest Hour,

Hope Springs Eternal.









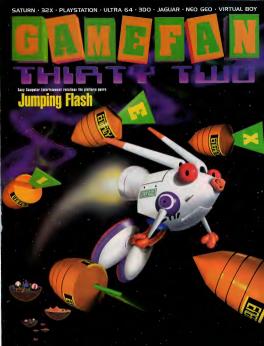


















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gamey and

for samples It's

not exactly

SNES quality.

sort of catchy

The Virtual Boy sound reminds me of a day that the Virtual Boy is released I

Game Boy on steroids, with one addi- will be the first in line. To my surprise



everyone in our

otfice, right

Since the announcement of Nintendo's groundbreaking 3D game machine, the Virtual Boy, the critics have been anything but kind. Truth is, no one really knows what this great little system is all about. Now, GameFan will shed some light on Mr. Gumnei Yokoi's vision of the tuture. The Virtual Boy creates a sort of inner sanctum for the game player. The sharp red and black color scheme coupled with the intense 30

environment give you a keen sense of immersion. For the first time ever you teel like you're actually IN the gai Not like the slogans have said in the past, but actually IN the environment It's hard to explain. Try to imagine strapping a liny room on to your head that's thirty feet long.

Contrary to what you may have heard or imagined, based on what you've or imag read. VR Roy praphics are not all wire trame. Indeed some are, but for the most part the visuals are comprised of 32-bif, bit- mapped images. The level of detail obtainable forough this medium nds me. It was hard to imagine detailed red and black graphics before I played the VR Boy, Buf after sampl the seven launch titles. I can tell you tirst hand, you will be amazed at ho sharp and detailed the graphics are. These effects are obtained mostly through clever shading and of course,

in a Nintendo sort of way, it you know

what I mean. The speech and sound

effects are sharp and clear. I was lucky enough to spend some lity time with a unit, here at GF and I walked away tofally convinced. The

down to the inner sanctum toughest critics. loved this lil' red ultimate foy. In fact. once they sat down and stuck their tace in, it was hard to pry them away! With any 3D device there's always the

question "Will if give me a blazin' migrane?" The answer is absolutely not. Even after extended play I felt no side effects whatsoever. Of course readjusting to the real world takes a minute or two atter an intense 30 batlle, but no pain is involved. The VR Boy has two adjustments on the top of the unit so you can tailor the screens fo your personal comfort level

In closing I'd like to quote that famous GameFan law; "Never judge a system until it has had a year to prove itself". And never judge based on first looks. Game development doesn't ha overnight, especially when new hardware is involved. Ot course once the Virtual Boy is released, all the critics who are cutting it down now will jump on the old band wagon, toot inserted neatly in mouth. Hey, that's the way it's always been, and the way if will proba-







and 3 di tect marriage. In Mario Clash you have the ability to travel through down, into and out of the enviro goal is to bop a koopa, grab his shell if either towards or away from yours bouncing enemies, once to stun 'e bouncing enemies, once is stun 'em ond o second time to smash 'em. The gameglory is raiber single but the latensity really piecs up as more and more enemies appear, trems shorts and spinies to thying goombas. The addicability lacent here is et an ell-time high-and the 30 effect is stunning! Secretar shorts will be used.

T&E's WR **Boll has all** including lized characters and options o'plenly. Before you swing you can adjust yo sector you swing you can adjust your stance, direction, and pick your club. Then the lun really starts. Once you drive that it!' secker down the green, no matter where your ball lies, you will get a sense of depth. All of the hills, bunkers, and trees are layered as they would be it you were actually iding right there! Three dimensi graphics give golling sim's a whole new angle. The preview version we lesled was-n't quite complete, but this game shows

great promise, especially if you're a lan of the T&E tradition of golf sims. We'll have more on VR Goll as the game progresses



Poking ones tage into o game of Red Alarm, the tirst to live. All the wi d o











Never have I been more immersed in game then I was in Mario's Dream the Virtual Boy. Let we paint you a picture. Imagin a shoulder height camera tioating ju







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DYNAMICS



So let me get biss straight, the Sahara comes out lour melits sary and we get he mout driginal store pour melits sary and we get he mout driginal store platform gene over created just weeks laber. How did his heupide? I'm used he walking it yet are o game like Bûld wheel bluy a new system! Bûld Indy is a cext goederalise gome that laces full advectage of the Satur's 28.3 dimensional capabilities.

The levels in BUG are HUSE, offering multitude paths to select and places to explore before critical by your field destination, "the BUG stop". With three plant areas in each of the six levels, each one pur secting a more than formidable challenge, plu

basses that actually cover vast amounts of the plalield, this is set only as ecommus game, but o extremely bong one. You get all this next generally place arming bins plus printent company to apply the

amas, sprinkled bedechasty throughout the entit adventure, in a first generation game. BUS is a ready big star, you discover this as soo es you fire up the game (he's ell over the headless Queee Cadevra snotches BUG's buddles right off of

Queee Cadevra snetches BUS's buddles right off of the movie set where BUS is working. If is ee thes amazing sets where you will do battle with all sort of beautiluity drawe and reedered charecters from the lesset world, and busses that come alive like

set to another effectively contributing to the thome of the game.

Although the visuals fe BUG are outspeeding, the sheet plevability is what modify stants out in the long

and a programly is what recitly stateds but he are do in in. Once you get used to movine le aed out in lay field the game becomes ae celtrally new e. seco. Not see that teels experimental, but oe seco. Not see that teels experimental, but oe seco. But and perfectly programment. The re-

obstacles you encounter. There are also obstacles you encounter. There are also of many instances where you will actually interact with the backgrounds, such as mattering that which were some at Michigan

you.

One of my biggest concerns approaching thuse new awe inspiring 32-bit titles will be whether or not the designers rely on graphics alon to draw us in, rather then depth and playability, all

better game to help launcl only hope is that BUG isn't just a field games of this caliber are close behin screaming for a sequel. -E. Storm







#### RECOUNT TO SPURT





This is artifug script - two neutro-troffining games in an month. First came Sugar frightning Astalt the Shining Crystal Lugand, then Sony's squality fortifying domaining Fisch, both games are intelly next generation in the invest sense of the learn - in the case of Fisch, the innevations made are in sampley, and in Astall 17's the mine-shinteringity symmetry, and in Astall 17's the mine-shinteringity symmetry in the processing special effects, supressed aftender and registration musical.

In the history of goming.

At the dawn of time, the goddess Antolis created it haman children from a pair of crystals, colored red and gree Frem the red crystel was bore Asial, a hot-lembered years who was a virtually an account of the product of the color of the crystals.

and the control of th

The tirst thing hard thinked you shoul Astal stater winess in a superior discussion. In a standard discuss you in increase it is assessed to be about the standard stater you will be a standard you not passed as Astal's or made one sware of home undersome and a Astal's or made one sware of home undersome standard you may be a standard you may be a standard as a standard you may be a standard you will be a stand

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note: Yeare rannie uit or issaes en assars graphics, st sezze the moment ond shall ap now.
Gampelar...ah, gamaplay, the mest importent trait et game. To la honest, Asla doesn'i teatare anything too nei the realm of actual mechanics, but you'll be havin' or nonethieless & stat's wan notes; is and gament were the

nonconcess, resets it main autocut, as non enamy-tests. He has two lypests a regalar standing one and or running saper-threvy. Astal can also blow wind to snaff out lines and small lees on well as panch the ground to provilyze the enemy. You elso have the half of a bird companion which can be controlled by the second playar. The bird can graft fairly power-ups and stack every enemy on the screen, but she's the most tan in

e as well as axecate his eferementisend super ottack. This neptory jack doesn't end with Ashall The mustic nethar hyper rautan-less. Ashal's serv-oper, clearly mercs are some of the best ever-heard in e-Sepa Hille, or nethar hydrogramet. This seand effects end vast amount peech are also eminently bischnift, Ashal's bottler cries an entry of the peech are also seem and the cheracter peech sectly and are brilliantly acted. Leen't wall to see what SO

ASAI's mostle is main'y as great os it's graphics – an extreme in y sunia chilorynement i mostle il last the gama's leuts, will il work et the classina, in which il last the gama's leuts, will stessif hat is qu'esteracji juunia, but there are two miner object lions i heve: The gama's paintilly stant, on door be beaten in the classification of the common stantage of the classification of the gama's maintille in the classification of the classification of the language among, also maintille classification of the language among, also state of the classification of the language among, also state of the classification of the language among, also state of the classification of the language among, also state of the classification of the language among a state of the classification of the language among a state of the classification of the language among a state of the classification of the language among a state of the language among a language a language a language a language a language a langu

nome we it dower Assa from the SUA Varision.
"I've said it is hundred limes in this orticle, but you've neen anything like it. The Saburn is the system of choice for power... and this is a litst-generation title. That least so not think about the possibilities... 32-84 is hare end sady for lif We'll have more on Astal next month. -Mick.















# RAYMAN













Rayman's on his way to both the Play-Station and Saturn this Fall; good form UBI! From the looks of our preview disc, the PS will be superior to the Jaguar in two ways. First, there are many, many more layers of wondrous parallax background scrolling. Second, the crystal clear CD soundtrack

Second, the crystal clear CD soundtrack exceeds the cart version, trem the awesome volces to the lush music. You'll just tilip out when you hear all of Ray's weird volces, and the background sounds soch as the torest chirples, the horns blaring, and the munchimumbling are ultra realistic. It's some of the head and the second sounds.

immumbling are ultra realistic. It's some of the best audio ever for a platformer! About the game itself, Rayman has a multitude of platform-conquering abilities such as hovering, liying, and throwing his fist as a projectile. But get this, he has to earn his abilities along the way, and there's a story

annines along me way, and unites a story including triends who help him! Rayman's triends are cool, but his enemies are really wacked out. You'll meet giant percussion drums, musical notes,































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# SPECIAL ANNOUNCEMENT TO TECMO' SUPER BOWL FANS

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TECMO SUPER BOWL III: FINAL EDITION should be available in October of 1995. Watch this magazine for late breaking undates regarding game features and when Tecmo Super Bowl III: Final Edition will be in stores near you.













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with the ball while it's in the air. For lestacce, it's extremely easy to jump, seatch reboeds, and put em back all al ence! You can even set ep a moester About the nety thied this name seems to be tacking

is a play-calling option. The early ming ming same seems us he lacking is a play-calling option. This debietely detracts from the overall calliber of the simulation, and when SkJ '96 is developed by Solurn, PlayStalion, and Ultra I bose Crystal Dynamics adds this leature. (Dkay, so I'm jest daydreaming, bet hopefully Crystal is If you owe a 300, Slam 'N' Jam is the closest thing ever to a ect dream season, -Cal Cavaller











































ics are in some ways a fad less sharp than Wor

The game play is very good overall. However, the centrol is Triple Play's greatest failing. For one thing, the game does not use six buttons, (for that tact nothing does) and the many pitching options are crammed into a er problem is that hase stealing is very se buttom month system. Another profitient is that has a section is very kward, again limited by the three buttons. Many Genesis sports lans in six-shooters, so why don't EA and Sega offer six button outlons for sex was can use them? Traditionally sports eames don't use six but-ns, but it would be a tremendous boost to game depth in my opinion.

Fingelting in inspected control, TP has many nice toeches which make it a value-packed assebil town. There are single some, John-off, and season modes, plus seam editing and alayer creation. Up the law can have been some in the property of the control of the modes, with FIFA Soccar-calitor cream dates, a valiety of clear.

in tunes, and great voice.









# AIRCARS

E.B.K.E.B.S.<sup>TM</sup> have control of the worlds nectors facilities and are in the process of subjecting all of markind. The only hope to are markind is year aircen. You must destroy the installations and find the location of their secret base. Beaves there are a host of faints unich surveit to step year. The E.B.K.E.B. have also perfected their own alterurs is

to step year. The E.B.H.E.B.S. have also perfected their own alrears to defend their instituctions and have agles everywhere so you can trust as one — not over year triands. So get ready to play Allers with op to def your friends(2) through 32 levels of nerve shattering averages total

espheric effects producing a visually stunning 1d world; Molfi-plays our include up to claim players actworked using the ColfoxTM.

destruction.

AIRCAES is avoilable on the Atari Jagont<sup>TM</sup> 64-bit Interactive
Multimedia System. Game features include: 16-bit 3d digital staces sound
for traits awarms voice and sound officins Realistic Sources intelles one







R.S. and ASPCADS and inchesion of Matter Entertainment Group. Inc. relict in control of 205 W. Recommun. Re. Unit 49 that Globally, K. (6715).







ch is located right eext to Capcom's Osake heedquarters ie reel life).

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Aghe's graphics or reported to be feelized, but there will be defitivent programming and genre behave before to reduced. Returnibit, create legacies of the game described in this artists could charge choice, ced with how to be unliked informer with the game is described to a strength of the strength of the strength of the could be pilling that tokens for Sheed Fighter Alphet — Steaking them.













A boyist-leoking, rounger, but still aware and the same moves as before, only his reshing Flores to gone. He now has two Supers however: the Shinkuu Hadden, or Yacumun Frieball, and the Shinkuu Hadden, or Wacumun Frieball, and the Shinkuu Tatsumaki Sompuu Kyaku, er Yacuum Hurricana Kick, which spins in place and hits several times.





Like his shotokan comrade, Ken is younger-looking and now has a nonytail. His new lop-slow hit kicks from SSFII Tuthe are note accessed by holding Toward on the stels. His hew Super is a straight-up Dragon Punch ("Shiftsyata" Shoryuken"), which complements had old wide-are Shoryu Reppa (Violent











The first RPG by the ultratalented Camplet (the PlayStation branch of Sonic Team) is almost here! In Beyond the Beyond, you play the part of Fynn, a young boy seeking adventure. Though final delaits on the slory aren'l available yet, Beyond is said to stretch the PlayStation's hardware to the max! As you can see here, the game features richly detailed overhead maps

The letest news is Japan regarding Neithando's Ultre 64 is fall of Niet ing with the Sciuling MD-8081 (Min) Disc ROM) format for its 64-bit ver This seams strange, however, because or MO-80M con hold purphysis of data, and Sony, the makers of Mini Disc, are otheriously if etc. Brig time will liot.

Sources say that Sopa is working on a same ceiled "Yirtus Fighter 1.5", the control of the cont

There's currently e rumor circulating in Jepan that Sony will releasu multi-olored versions of the PlayStation. This is supported by the fact thet thoro's a mall notation on the Japanese PleyStation box that reads "Color, Grev."

Apparently, users of the original cartridga Nov-Geo system in Japen are slightly to ad that Not DB somes cost I/6 the price of cartridges and are released only on work to or moth after the carts. SKK has feeded to release a chear CB upprofe to the Not cart system to plecate owners of the original Not. On so the transet stars.

Romors have surfaced in Japen of two MORE SFII mames in the works for "US: c 3-0 polyponel version of SFII for an unknown platform (probably PlayStation) and an addition of SFII for the Vertical Ray.

Slight embarassment for Sous was caused in Japan racently when it was revealed that Sony's custom CO-ROM formal holds 100 more manabytes than Sona's.

The letest "tend" emony Japanese geme developers is the process of "hikinus", or headmaning. We all know hich several SFI designers all Cocomin to work the SWI, and that you know that all this bollowing are numeral Tokken's designor had ARIZ relatingers colorer created Semanal Shodown the designor of From Missoin all care created gow Relia and the classic.

























ble World Heroes series does not, apparently, ofter any new

not, apparently, other any new characters. Rather, this 226-Meg fighter concentrates on improv-ing the original, finally adding 4-button gameplay, a Super gauge and new moves for each hero. We'll likely have a review of ADK's new World Heroes Perfect next Issue.



is up with Secure? Now do may manage to ones such a bure volume of the titles in such a of disni? All may ride, the habel in their leng that wounted games is Secured of Maria II (thrown to as as Logisad of the Herty Sweek 3), which entirely by his no release date, is this S. Swilly wounter you durant led tell), a young boy from the creative of The security of the Sweek and the security of withers. Therefoldly, Square has improved the other baroctors' Al considerably - so imple will they get applit behind chincle. We'll have make as Mana II soon



Enix's best design leam. Quintel, the mokers of such biles as Actifiaiser, SoulBlazer, and Hosion of Gaia are back! The Creation of Heavon & Earth, an action RPG loaded with effects suc as tractal 3-0 tand-

as tractal 3-0 tade-scapes (see below) and double Mode 7, could be their final 16-Bil litte. On the right is Arc, the hero of







The Creation of





















# MARA." This was the day forward Lincoln

was scheduled to trill Albit com new preducts would be shown at EX. Executi trailized in at precisely S p.m. and dropped the & Sangtr Wire 64 would be deliced in the V.S. mild Arril 1, 1966. Or course, everyone in the rium was specialess, Well kappened? Lincolo reported three man reasons for Lincoln reported three man reasons for the delay, First, Matenia et Japan (MCL) president Mr. Yananchi dela'l went the pretoo released in the U.S. williggt enough saft. tore. If the Wira came set in November flore would only be three games at least, and that special be at lar the rest all the pear. like exceed reason is that Share (creater at Maria and Dispers Myamolo (creater at Maria and Dispers Mong) would not have been after the couplette my of his games in time for a "US founds, and his Farmach's discrete the Dispers now, so this would have been as les Since for Ministrado to priori exporting the Ulbru E4 to the U.S.—If would have bed a normality likes when it his the U.S. The system will 

The Sessie.

The Samuel

And All The

"Off The

Racord

quotes you

could nessi

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and sitting

only be \$250, including a pack in game. Perhaps the strangest nerva of all in that Nate of Japes wor'l be stalling to brech the Uliva. I belo being to report this but proped Recember 1st 1985 the IRTHA FAM ICOM will be retraced in Japan with three pames. Wanter how loop the lars will be lar parairs. Hondon and long and men TRAI system release, three depart This munth we start all with the cangellations of Storfax 2, Golden Eye, and Noth's Island for SMES, Evon though Horfax 2 was tsland for SNES, toru though Flories 2 was failched. Me Misanato decided in scrop the some and has depoind inclosed in dedicate of all his from time to Stanfax X for the Olive. Si

Welcome to another amaz-

is over and we uncovered

ing episode of Other Stuff

much power information at

Balatina: May 4th, 1665, at the Mintento al sportes has secret contresco ream called

tachi dide) wast the libre to debal with

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over. Direct and I

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BOWS IS the

the most serve

is the filtra wa

detail with 12 to

raclanies

The is this 'nd fand but

No the heaf

MOTE WHO

the show, let's dia in...

of all the first man in distributed, have the filler, the fill enterpoint came of the EF 2 between the state characters and 2-player gampling, but the state change will be propiled, instead of polypos, flushmain reflower use SSI graphics like in Hiller Instead. Sources of Risknets and the graphics in SS X look batter than the state of the st CE (computer graphics) access in Babylos 5. OF D to G4 may and has a Summer 36 release Yeshi's beload is also \$4 mag and is now

also new begin developed for MVSA, lim Stroper, the Rorestorn state behind DGC and KI, as the producer law failers Eye. CE told be one of the first games to be referred at the launch of ANNA. Biller trained 2, possibly decision to be the most explaintly impressive lighting game ever, is also near cample tion at Rare. Sewens at Rore told Somefan that if you wore to compare the character

and background graphics from \$1 1 to the ace character and background graphics in BI 2, you arread think BI I was Alovi 2500 and BI 2 was SNES. BI 2 will not be released in the arcades, but it will be released as the same for MVR4 is released April 1st 1988. ner game that is almost time nd for the in Crusin' 858. Crusin' has been lie his time. The litter's held in lead was re assumed to elimente of the "poo

nos." Nothing pivolices either the in the IMMI (Iri-Linear Mil Mapped Interpolation) Sectorology that's built into the Vitra 64. Dresser' VSA as GA may and will be released the same doe NVSA cames and Secondly of the E3 Expandeds confirmed that If has storted to work on a new Star Wars. ne for NVEA. This prov pame will have now. stary, any police Sugge, and a more comlook to be referred at the same time the same comes ant. At the EST had a change to talk to Encode's president Jock Servesan, in said that for over 2 and 1/2 years LA has started to make this new SW same, but filer contint en that was nomerke named to

leade it until they saw the NUFA. Generalise hee it that George Lecus years to make his new Star Wars Movie Brillogy exclusively for ntendo has also selected profiles ficances for NVPA, Mindscape, Mindscape's limit tille will be Messier Bank, Mindscape may not brue on impressive track record, but Nutrado assured me that Mindscape has

recently bired is bunch all new programmers recently bred it bunch at new preyminaters and designers. Biraticape also practicas of each 10 SSI Ongo systems for groutecs in at ell their eace games. Monster Dunk is a resil time, SD hashathall game leaturing leaves . 30 baskethall game leaturing larnous stars ploping tow on text. Some of the NWSA optimized special FB include one charactor becoming a clinic all smoke, morphing into a hot, typing obsect the basics, and drop-me the half through the bear. There will be

cess of random court hazards, such as tonds serveducally reaction so iron the lines and grabbing players' togs. MB will weigh in of shoot 64 meys and will be some time as the MAGA

Sega has signed an agreement with The SEO Company which will enable Suga to use 300's sourceled, 64 bit M2 hardware her can up mes. The larst parac to use this techn walt be Write Holey 3, but seen the weni was just made, the chances of this happening are very slew of this market. Strenges toll me Ver eten Righter 5 will be Emparca prender in flee then with re-Asserigan release around the list quarter of

The big news is that W2 development for the Softwa version has already bagonil by Sunda, the professor for Mirtes Fighter 1, 2, & 3, is doing the Sature varsion along with AM2. Since the near MA 2 operating system is now being used for all Salara passes, VF S for Seture will step combar the new speration easter. Nouves led as the new grain led SEL (Saga Grephics Library), makes

the Salare run 100,000 leadure-mapped poly-gous at 600 frames per second. The arcide version of UFS will use South new recade bandware Model 2 (an may the 64 hit M2 ), which can supposedly do rest-time CE (computer prophics) of Mi er grie france per see, W3 will bit the Subare other or fictoher of 1998, Alex is development in Davi Biders, the new areast motorcycle racess name from Berg. The Selves verses as achesisted for a April 18 release, and a 27% version is also make omeni ler sametime in 1686

Descri high is also on its way to the Sego Solure. The Sistern version will copiny in 2-player aptil screen mode that except in the arcode version, and ET will be released in February of '85 in America and Ja-Sources at Been have feld ma that Myten Fighter 2 for the Sage Salare is 180 Routh: there's come but told on Meter Canie nic will be the main phyracter and VS is

being programmed in Japon by the came per-nin who slid the Bress CB or rester, VE right new is about 45% complete and trail be released this year present Christman time in the E.R. Some Steps shocked overyone (Sony uses) of all) by releasing the Sokera errory months early in the U.S. (May instead of the provi-

dusty continued September). Will Sany past up the release dete of PleyStation to combar Sepa? "No vary," magazines at Seay have tald us. The date is self Scattacher 8th. too bul. waden & be could but the PS and When the FleyShoton slops on Salarday tylenbor 6, for \$289, it will be eccompa noted by a sampler close featuring the first loon to note at lower had named her the system; flatfor Areas Tackindon, Salego The 1884 Imperes Wires, and Jameston Hash.

(A is developing a lap secret 33 tostethol.

Blog, Eving, Jardon, and awa retired log-ands like Brd, Mapic and possibly awa Br J. Look for this pane porty '18 for Science.

Boss Games Shulles, the video game division of viscoil effects preservingse Soos Film Sindies, will devote its first come for Salare caling cordy next year. Does lite oble he see 7010," "Salmes Botgress," "Tie Bird. "Salmon Wolferge," THE Fore, per," "Maco 3" and "Pattergoist," and will lend some of its creative forces to Boss Gazer Studies. Boss' games will be pub-

listed by EMC introording ENG INCRESSES OF BAG ENG Interactive Entertainment and ENA Design (programmers et Leanungs) elec connenced the signing et a malfi-milities passed strategic pertnership to develop and malfich

have new good tiles for the HM PC and next Sen game platferryr, including the

in Jonnary, Roga ammunced that Saffigurge 20 would be the efficial development too the Saturn. Now, more details service ement has been uncoverse According to the torus, Microsoft micros to cantly its popular Seff annetten sufficient by providing a Bellinsige hooket for the Salara platform. In fore, Sego

his rerest to purchase a substanted au al Frences for the leafnil and to include the tookit in Sepris official Polary desvi red to extensed "We selected Softmage SG offer evaluating the other region 30 products on the market," said by Sanki, director of Sear's AMIC ercede division. "Baltimore 30 others a starter learning cores and ligher productio-ity while delivering top quality results."

Periodom Simulations inc appeared in hoc developed a 20 safetyre devel the MANA colled "Wass Marc

Formigm's VEV prevales passartel 28 pre ncepts such as eisual channel con not definition, hybling control, tel

tral, speparat delimition, inguing control, or liner colleges detection, and a slow of other alify special FX. WAY also male niques to o'lliciently manage AUE4 system Inguis 10 Vaccioning Interrupt more operated bordivory recoveres such as \$800 to \$500 to \$500 to standard more operated more represent, such synchronization, and overfeed assumptions. Paradigm and finalisate are coone o cases (code sessed Bragosi for the fill\$4 asing the Vega UltraVision devail aporeal environment, Shigoru Mayamata so chiel crentive turce behind the game, Ex-Creative times general and game, payent Braganity, finitedic well provide the WW in their party revelopers in the efficial hindento Ultra 64 development lat.

Acciain has created a new data comprestion sade tooks alogy with capabilities of pro-

succe in which you can create your own ductor biob-fidedor, "moder sictory car ika. Playable characters could include posity" for Accion's lerificantes aveale games. Accionals new technology as a high training that produces clear, sterns sude which can be created using trainingal pro ossional metio production techniques, minis Measured make production inchanger, mini-ally eliminating the pred for specialised inter-action tools undersider to make yould special lists and protect fatent. Adultancely, the new lockedingly provides are laminations on the number at volces per seeles levels, allowing

gone designers the Southility to play back and manipulate multiple acords sire naneasty, and in realtin Accident new technology was dev uning a BEF-based sound beard with a Bases deschand to Acct Research and Development Group, The first procedu genno ha uso titas mont sound fechnale gy will be Brimen forever, due out next year

Rintonio of America and Multifes cre

inn into an poclasius soresmost, utder which MultiSes will premie 38 developmen tools for the Ulire S4. MultiSex's 30 technol any will make it possible for game do to design games with real-time 30 interaction and response. This arms Modifice lectural

is used in a rouge of advanced comp graphics applications ranging from high end light sizes to VII immersion environments. hi sins la VII immersion environne MultiGon is recognissi as the sec choice in creating real time \$6 seprits on \$61 werkstatues, as Meltiden is a logical chairs to add to our tram," said Revord Lincoln

at Nintendo of America. Dennis Yea and chief assessing officer of Madifien can deliver to the family room all the and creativity previously somitable only The word on the street is that Nie

of Gallen are repeliably as exchance on piles dellar agreement. Apparen ny is easy hap to the nation of produc

ort (sames) datalan alter Hi per of the libra to the Ambi Treeble in, Settier, Naturalising and Allian aren't too loses with the later of placing all their bets on only one Mintends heres and are looking to play it safe games as well. 1000, of course, would prefer to have Dreamouries all to itself and love their con-sole compellars acciding with easy. Whether ar ant Spielborn's lobbying will nice Mintende one the by the same of the

# NINTENDO ULTRA 64 UPDATE



the May 5th Ni

ary 5, 1886 a W M Jam At the heart of the Wire 64 is the industry's only true \$4 ed with a

Bir folky 328 Mich will ge all visual and nuffi ions, Supplemented by the ev at E tral or

eted SID NEW n on writer of marsi tote increase in eraphics Budger is the latest list of the

re to tooks to sett ess acts that game s often ase the tracks used the ward "Sup and the games list is a very tentative schedule for the first 24 months of the Eliza's



THE UITRA 64 DREAM TEAM

high speed amounty technology for bordware. Slices loyed 64-bit bordware system in conjunction with Histonic, and speture, "Williams/Histonics Inc.," will service 64-bit

SC 2 00V

e. Paredigm Simulations: on and Conye Tokedo (the Indian of Ultra GG) are the chief cre

od some. Also don

It's Big. It's Bad. It's Delayed, It's Ultra 64

The Hebetach Story the planet, had the devariation point in comparison in a new threat which altered the course of human locury. Autressners discovered that an alice specially had broken through hyperspace on a college course with Earth. The Elebal Civil War quickly ground to a holt. A conce lieu was



Earc: Killer Instinct 2, Guiden Eye (the sear James: Band movie), and over 10 other projects. Software Creations: a groundfreshing 20 game

CAME FULLDHESS

color: Turol: Disease Heater and Alice Trilegy. Capcum: Sivest Fig.

1

refer, a research team was levent to investigate and restore to into being need to discipler parts of the decements from an exceptibly complex letch ch. The specestile, was protector of the Earth Seet, was dealed the SEF. The Item ist coded Bobon







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### ര SOON:

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Washington. Tacema.





On May 8th, on the radio no less, I heardsome disturbing news. It was that the release date of the Ultra 64 will be nushed to April '96!! Is this even true?!? And if it is how the beck could it have happened?!? All along you said the U64 was right on schadule for September '95 and you even quoted a Nintendo Rep. once or twice. And what's worse is that I heard it off a radio station and not from you guys!! C'mon Posty, say it

ain't soft P.S. One more thing Mr. Maliman, an E-mail address or a fax number would make these little reader/mailguy chats a tad bit easier... Nick Johnnides Floral Park NV

### Dear Nick

We did indeed quote many sources from NOA regarding the Ultra's pre-show plans for the NU64. They were all in the room when Haward Lincoln dropped the bomb! We got the call on this one a week before E3 and broke in to tears. But, business is business and ultimately it was a joint decision between Yamauchi and Mr. Lincoln, Until early May NOA did plan to roll out the NU64 at the show with the intention of announcing a release date of mid-September. I quess that's common knowledge now, It will be interesting to see how gamers react in April compared to how they are now. Bight now most of you seem pretty pa'ed, I don't mean to take sides, that's just not my style if I have any, but in Nintendo's defense. I think the 32-hit market will be a mad house this Fall with the Saturn and Sony PS battling it out with tons of software in tow. I think any company would think twice about diving into that race with only three titles to boast, From a business standpoint NOA knows they have two 16-bit blockbusters on their hands in Killer and Diddy's Kond Quest, plus a really cool new system in the Virtual Boy, I stuck my face in one and couldn't believe how cool it was! So.

guess they can't see rushing out the Ultra when there is really no urgency.

I don't think they care about Sens or Sony as far as losing ground goes. They feel the NU64 price point along with its impressive technology buts them in a class by themselves poised to attract the masses rather quickly. Personally, I've got so much to look forward to on the PlayStation and Satura that I'm totally unaffected by this decision. saw Gametek's Ultra game Robotech (which is featured in this months Other Stuff) on video and it looks almost exactly like what you'll see in the shots, so I'm pretty sure that when the time comes everyone will find 250 bones to roll across the

counter Until then everyone chill, and lets enloy the power that is coming our way in

### Dear Postmeister.

Since my last letter was a bit too long. I'll shorten this one up and ask the more important questions. First of all, I've owned a 3DO since June '94 and I now own ten names. How's that for an enthusiast!! At any rate. I'd like to know more about 3DO's next generation hardware. Is it true 64 hit like the Ultra 64, or is it just a wanna be. Second, since the new hardware is coming out, are programmers waiting for Bulldon to release new games like MK III and SF the Movie, or are they planning to release them on all the 32 bit platforms?? Thanks for your time, and GAMEFAN is truly the #1

Unem emen pehiv P.S. Have you ever considered publishing a feature on what Team GameFan does to put the mag together?? I'm sure us gamers would love it!!

Philip Jones Hazel Crest II

### Dear Phillin

The M2 is as real as the nose on your face It is true 64-bit power that from what I've

seen can produce Ultra 64 quality visuals. The big question in regards to the M2 is the nrice and when it will become an actual hardware unit. If you have to buy a \$400 300 and then shell out additional cash for the M2, it will simply be out of many peonies price range. I hope the M2 becomes a stand alone that will be cost effective and compatible with current 300 software. That would make it a huge force in the industry. Everyone at GE is on the M2 development story big time, so as soon as there are some concrete plans you'll read about 'em right here. All the games you mentioned are on their way to 32-bit platforms, however I think you'll find more ariginal titles on the M2, along with the big hits. As for your last question, oh va! We think about swinging onen the doors and sharing our dias with you guys all the time. The reason we can't is because GF is so unique, we don't want the other guys to see how we do it. All I can say is that this place is really cool. The secand you walk in you know what's going on here at GF. It's not like your everyday office environment. It's more like Dan Tana's pad from the old Vegas TV show. What a lame show that was by the way.

Of course I'm usually locked out because I'm such a toad...

### Dear Postmeister I trust your magazine more than the other

mags, so I would like to ask you some questions. Are Ancient Core: Treasure, and Scavenger SEGA exclusive licensees? What happened to Yu-Yu Hakusho by Treasure that you previewed in your vol. 2 is 10? Other mags have previewed it for the SNES but not for the Genesis. 'Also What hanpened to Nitro Wrecks by Scavenger in vol 2 is. 12? Joshua Wilkinson

### Houston, TX

Dear Joshua Ancient and Treasure are both exclusive Sega developers and high powered ones at that Marrient is Yuzo Koshiro's new development house dedicated to the Sega camp. and Treasure is working exclusively for Sega of Japan as well. They're growing restless however because their games are not received as well here as they are in Japan, Key people at Sega of America are working close with Treasure on Saturn development to insure their Saturn games will enjoy mass appeal in the States. Expect

big things from Treasure on the US-Saturn

gaming scene. Core on the other hand has been acquired by the parent company of US Gold so they will now most likely develop on multiple platforms, such as the NU64. PS and Saturn. As for Scavenger (which is comprised of two teams in house-Lemon and Zyrinx.) they are in increasingly high demand as they continue to prove themselves as one of the most technologically advanced developers in the world. They plan to develop games on all three major platforms, Sena Sony and Nintendo, They recently ported Nitro Wrecks over to the 32X so it is even more unbelievable than it was before. They're shooping around for a hover right now. Well have a hig story on it next month. As for the greatest Genesis fighter ever created Yu-Yu-Hakusho, I CANNOT BELIEVE SEGA HAS NOT PICKED IT UP! This game is perhaps Treasure's hest ever and the Genesis is sorely lacking in the fighting category... I'll have to do a little digaing on this one!

Dear Postmeister,
I'm a 24 year-old male, who happens to be
a well informed consumer thanks to
GameFant I've just made the difficult choice

of which system to buy, but on you have an excent increased to you. In 1,000 you want as litter-64, but NAD hast interacted a proposal mountained that wowing that Units and FARI 98. Because I want to have that sooner than last. You put a cash appared from the port has Sony Physiciation, due legs, 1981. My question starts from the surject move by Septs to release the Saturn aim, despet efficiel release afters. Will Sort make a similar countermont? And with your desired from the sound of the son that the so

P.S.-Do you also have a list of titles that will be available for the PlayStation launch here in the states?

Glen Ellyn, III

Dear Art.
According to Sony, whom we've grilled relettlessly on this point, the FS release e date will not be moved up, However, Sega managed to keep us at bay with their so all of September Bunch, so who knows.

We heard about the May Saturn release from a rock solid source-back in January, but when we called SOA they completely denied it and asked us to please not print the rumor. Pretty sneaky hub?

You've made a great decision with your ase of a PlayStation. It is to date: the premier 3D console system, and 3D seems to be where alot of gamers want to go. The 3D visuals on some of the names we saw at the show were so clean it was mind bogalina! Get set for Twisted Metal, Jumping Flash, a PERFECT version of MK3, Loaded Legacy of Kain, ESPN Extreme, and loads of other groundbreaking titles. You really can't go wrong with any of the new platforms they all have some big power to offer. As for the April NU64 launch, that is positively etched in stone. There's a complete '95 next generation software line-up on page 41 check out all the games, wow! I'm so happy Loculd fort!

The Posture Hall

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Sagam Ganasism Sagam Gana Gaanm Satan NESM Nictorias Ganabays PC-Ch Rom

Tail Marin

Licenta in Tax same Interior to 10 right home sage Gause and as pitch are transaction sage Experience. List in higher beam forms Experiment system follows Gausey but the pitch said and replaced through the following beauty Loc III higher beams:



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